

associated data with each information screen, wherein the key entry means includes first key means comprising [an] one entry key for selectively displaying information screens, second screen-dependent field select key means for selecting a particular data input field of predefined data on a displayed screen, the second screen-dependent field select key means comprising two bi-directional tab keys [means] for scrolling in opposite directions through the data input fields on a displayed information screen, and third screen-dependent value select key means for displaying and selectively recording or altering selected data in a selected data input field, the third screen-dependent value select key means comprising two bi-directional scroll keys [means] for scrolling in opposite directions through the predefined data associated with the data input field on the displayed information screen.

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Please cancel claim 10.

8 1/2 (Twice Amended) A method for recording and reporting golf information to increase a player's ability to improve from experience, comprising the following steps:

storing a plurality of pre-game, game-interactive and post-game information screens in a memory of a [portable] computer unit having a [general output] display for selectively displaying one or more of the information screens, the information screens including screen-dependent data input fields for entry of data;

displaying in sequential fashion one or more pre-game information screens

and prompting entry of data which defines parameters of an upcoming game [to be played];

providing a choice among a plurality of game-interactive information screens for recording data during the game defined by the parameters entered in the pre-game information screens;

displaying a chosen game-interactive information screen;

entering data in the chosen game-interactive information screen corresponding to a game as the game is played, and simultaneously recording [the] entered data in the memory of the computer unit;

providing post-game reports based on the data entered in the game-interactive information screen; and,

providing one or more game-interactive advice/feedback information screens.

Y2 12. (Thrice Amended) A method for recording and reporting golf information in a manner tending to increase a player's ability to improve from experience, comprising the following steps:

providing a [portable] computer unit with a memory, a [general output] display, and data selection entry keys;

storing a plurality of information screens of golf play information in the memory of the computer unit, the information screens including screen-dependent data input fields corresponding to the golf play information in each screen;

selectively displaying information screens on the display in a logical sequence of pre-game and game-interactive screens, the pre-game information screen prompting entry of data which defines parameters of a game to be played and a game-interactive screen on which data is recorded for the game;

selecting data input fields on a displayed information screen;

selecting from stored golf information corresponding to one or more chosen data input fields; and

storing selected golf information in the memory as statistical or factual reports for retrieval by the user after the game.

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~~10~~ 13. (Thrice Amended) A method as defined in claim ~~12~~ *9*, wherein the golf information entered in the pre-game information screen comprises golf play parameters defining an upcoming game [to be played], and the golf information entered in the game-interactive information screens comprises golf play data values defining a user's actual performance within the golf play parameters of the game.

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~~13~~ 15. (Thrice Amended) *A* ^{*A*} [portable] apparatus for recording and reporting sports and game information to increase a player's ability to improve from experience, the apparatus comprising:

a [portable,] self-contained computer unit having a memory, a power source and a [general output] display for selectively displaying a plurality of information screens and associated data stored in the memory, the information screens including

screen-dependent data input fields for the associated data;
a plurality of pre-game, game-interactive and post-game information screens stored in the memory of the computer unit;
means for displaying a pre-game information screen and prompting entry of data which defines parameters of an upcoming game [to be played], and means for subsequently displaying a game-interactive information screen corresponding to a game-interactive mode defined by the parameters selected in the pre-game information screen;
entry key means for changing information screens in sequential fashion,
the entry key means comprising one entry key;
choice key means for non-sequential selection or changing of information screens, the choice key means comprising one choice key;
field select key means for choosing a particular data input field on a displayed information screen, the field select key means comprising two bi-directional keys; and
value select key means for displaying and selectively recording data in the chosen data input field, the value select key means comprising two bi-directional keys.

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16. (Twice Amended) A method for recording and reporting golf information to increase a player's ability to improve from experience, comprising the following steps:

storing a plurality of pre-game, game-interactive and post-game information screens in a memory of a [portable] computer unit having a [general output]

display for selectively displaying one or more of the information screens, the information screens including screen-dependent data input fields for entry of data;

displaying in sequential fashion one or more pre-game information screens and prompting entry of data which defines parameters of an upcoming game [to be played];

providing a choice among a plurality of game-interactive information screens for recording data during the game defined by the parameters entered in the pre-game information screens;

displaying a chosen game-interactive information screen;

entering data in [the] a chosen game-interactive information screen corresponding to a game as the game is played, and simultaneously recording the entered data in the memory of the computer unit;

providing post-game reports based on the data entered in the game-interactive information screen; wherein,

the game-interactive information screens comprise a first information screen with a first detail level of recording, and a second information screen with a second detail level of recording.

1517 (Twice Amended) A method for recording and reporting golf information to increase a player's ability to improve from experience, comprising the following steps:

storing a plurality of pre-game, game-interactive and post-game

information screens in a memory of a [portable] computer unit having a [general output] display for selectively displaying one or more of the information screens, the information screens including screen-dependent data input fields for entry of data;

displaying in sequential fashion one or more pre-game information screens and prompting entry of data which defines parameters of an upcoming game [to be played];

providing a choice among a plurality of game-interactive information screens for recording data during the game defined by the parameters entered in the pre-game information screens;

displaying a chosen game-interactive information screen;

entering data in the chosen game-interactive recording screen corresponding to the game as the game is played, and simultaneously recording entered data in the memory of the computer unit; and

providing post-game reports based on the data entered in the game-interactive reporting information screen; wherein,

the pre-game information screens are provided with means for selecting non-sequential option screens.

1618 (Twice Amended) A method for recording and reporting golf information to increase a player's ability to improve from experience, comprising the following steps:

storing a plurality of pre-game, game-interactive and post-game

information screens in a memory of a [portable] computer unit having a [general output] display for selectively displaying one or more of the information screens, the information screens including screen-dependent data input fields for entry of data;

displaying in sequential fashion one or more pre-game information screens and prompting entry of data which defines parameters of an upcoming game [to be played];

providing a choice among a plurality of game-interactive recording information screens for recording data during the game defined by the parameters entered in the pre-game information screens;

displaying a chosen game-interactive recording information screen;

entering data in the chosen game-interactive recording information screen corresponding to the game as the game is played, and simultaneously recording entered data in the memory of the computer unit; and

providing post-game reports based on the data entered in the game-interactive reporting information screen; wherein,

the game-interactive information screens are provided with means for selecting non-sequential option screens.

179 (Twice Amended) A handheld portable apparatus for recording and reporting golf information to increase a player's ability to improve from experience, the apparatus comprising:

a [portable], self-contained computer unit having a memory, a power

source and a [general output] display for selectively displaying a plurality of information screens and associated data stored in the memory, the information screens including screen-dependent data input fields for the associated data;

first key entry means for sequentially displaying one or more pre-game information screens in a pre-game mode of operation, and subsequently sequentially displaying one or more game-interactive information screens in a game-interactive mode of operation, the first key entry means comprising one entry key;

second key means for selecting a particular data field on a displayed information screen, the second key means comprising two bi-directional keys;

third key means for selectively recording or altering data in [the] a selected data field, the third key means comprising two bi-directional keys; wherein,

the pre-game information screens include means for prompting the entry of data which defines parameters of an upcoming game [to be played], and means for selecting one of a plurality of game-interactive information screens representing different levels of data-recording detail in the game-interactive mode.

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18 20. (Twice Amended) A method for recording and reporting golf information to increase a player's ability to improve from experience, comprising the following steps:

providing a [portable] computer unit with a memory, [general output] a display and data selection entry keys;

storing a plurality of information screens of golf play information in the

memory of the computer unit, the information screens including screen-dependent data input fields corresponding to the golf play information of each information screen; providing a pre-game mode of data entry in which one or more pre-game information screens are displayed to prompt the entry of data which defines parameters of an upcoming game [to be played], and providing a choice of at least one of a plurality of game-interactive information screens in a subsequent game-interactive mode of operation representing different levels of data recording detail; entering the game-interactive mode during the game defined in the pre-game mode, and displaying a chosen game-interactive recording information screen for entry of game data as the game is played; and storing the recorded golf information in the memory as statistical or factual reports for retrieval by the [user] player after the game.

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19 21. (Twice Amended) A method for recording and reporting golf information to increase a player's ability to improve form experience, comprising the following steps:

storing a plurality of pre-game, game-interactive and post-game information screens in a memory of a [portable] computer unit having a [general output] display for selectively displaying one or more of the information screens; displaying in sequential fashion one or more pre-game information screens and prompting entry of data which defines parameters of an upcoming game [to be played];

providing a choice among a plurality of game-interactive information screens for recording data during the game defined by the parameters entered in the pre-game information screens;

displaying a chosen game-interactive information screen;

entering data in the chosen game-interactive information screen

corresponding to a game as the game is played, and simultaneously recording [the] entered data in the memory of the computer unit;

providing post-game reports based on the data entered in the game-interactive information screen; wherein,

the data entered in the one or more pre-game information screens includes extrinsic factors having an effect on a player's performance.

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20 25. (Twice Amended) A method for recording and reporting golf information, comprising the following steps:

storing a plurality of pre-game, game-interactive and post-game information screens in a memory of a [handheld] computer unit having a [general output] display for selectively displaying one or more of the information screens, the information screens including screen-dependent data input fields for the entry of data;

displaying one or more pre-game information screens and prompting selection and recording of data defining extrinsic factors having an effect on player performance;

subsequently providing a choice from among a plurality of game-

interactive recording information screens for selection and recording of data while the game is played;

displaying a chosen game-interactive recording information screen;
selecting and recording data in the chosen game-interactive recording information screen corresponding to the game as the game is played; and
providing post-game report information screens based on the data entered in both the pre-game and game-interactive information screens.

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~~21~~ 24. (Twice Amended) The method of claim ~~23~~²⁰, wherein the step of

prompting selection and recording of data defining extrinsic factors further includes selection and recording of parameters of the upcoming game [to be played].

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~~24~~ 27. (Twice Amended) The method of claim ~~23~~²⁰, wherein the game-interactive information screens comprise a first information screen with a first level of recording, and a second information screen with a second level of reporting.

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~~30~~ 31. (Twice Amended) A method for recording and reporting information on a game of golf using a [portable] computer unit having a memory and a [general output] display for selectively displaying one or more information screens, comprising the following steps:

displaying one or more screens for prompting selection and recording of

data;

selecting one or more extrinsic factors having an effect on player performance, and recording corresponding extrinsic factor data associated with a game played;

selecting one or more player performance factors, and recording corresponding player performance data as the game is played; and,

computing and displaying statistics [on] correlating the effect of one or more extrinsic factors for which data has been recorded on one or more player performance factors.

36 39. (Amended) A method for recording and reporting information on a game of golf using a [portable] computer unit having a memory and a [general output] display for selectively displaying one or more information screens, comprising the following steps:

- 1) displaying one or more information screens for prompting selection and recording of data;
- 2) recording extrinsic factor data which has an effect on player performance and which is associated with a game played;
- 3) recording player performance data as the game is played; and
- 4) computing and displaying statistics correlating the effect of one or more extrinsic factors for which data has been recorded on recorded player performance.

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40. (Amended) A method for recording and reporting golf information to increase a player's ability to improve from experience, comprising the following steps:

storing pre-game, game-interactive and post-game information screens in a memory of a [portable] computer unit having a [general output] display for selectively displaying the information screens;

displaying a pre-game information screen and prompting entry of data which defines parameters of a game;

displaying a game interactive information screen for recording data during the game defined by the parameters entered in the pre-game information screen;

providing post-game reports based on the data entered in the game-interactive information screen; wherein,

extrinsic factor data is entered in the pre-game information screen to record recorded extrinsic factors having an effect on a player's performance, and the post-game report is further based on extrinsic factor data to display the effect of extrinsic factors on the player's performance.

Please add the following new claim 41:

71-41. A method for recording and reporting golf information to increase a player's ability to improve from experience, comprising the following steps:

storing a plurality of pre-game, game-interactive and post-game information screens in a memory of a computer unit having a display for selectively displaying one or more of the information screens;

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